TOSZOT "hESh000T

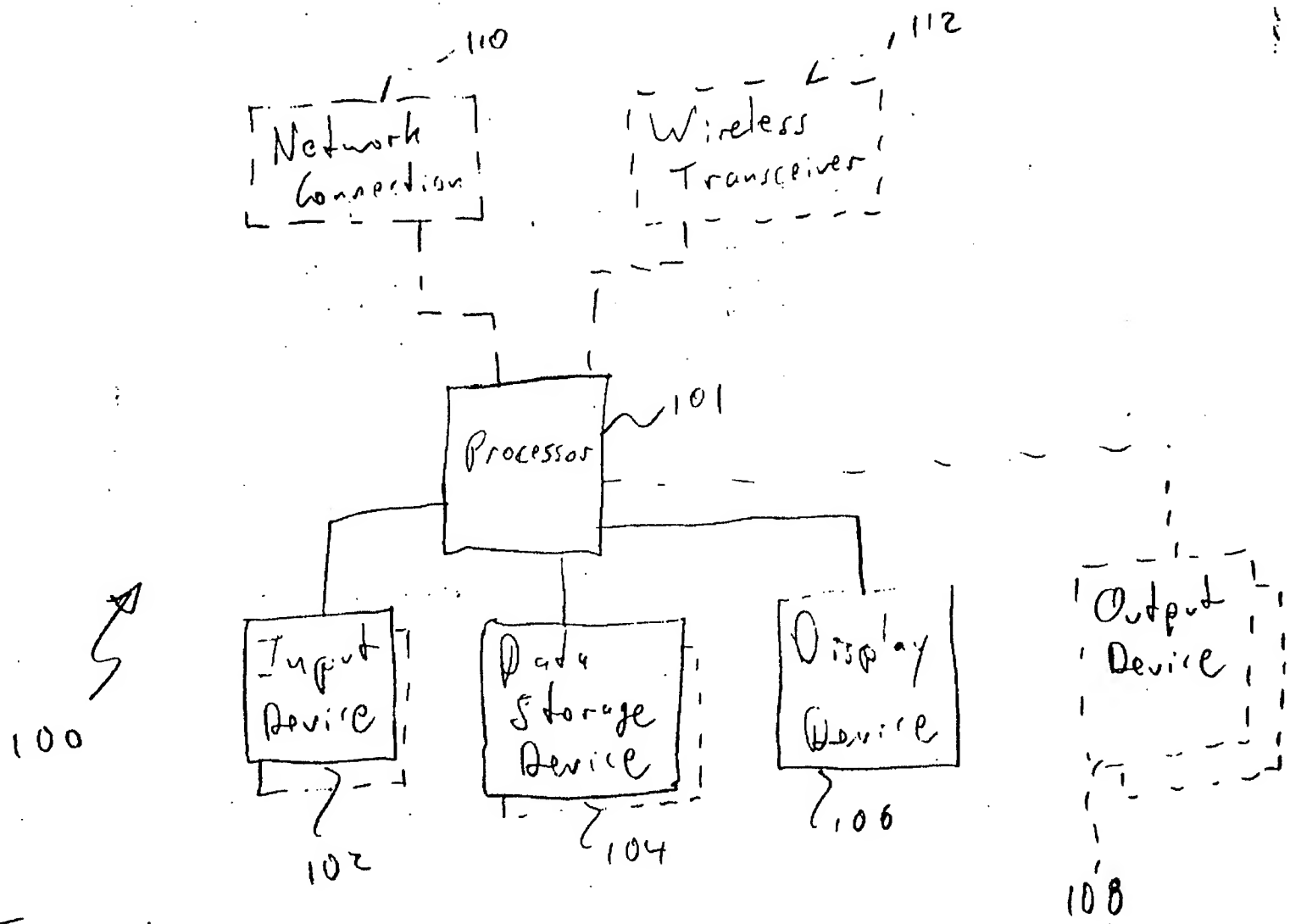

FIG 1

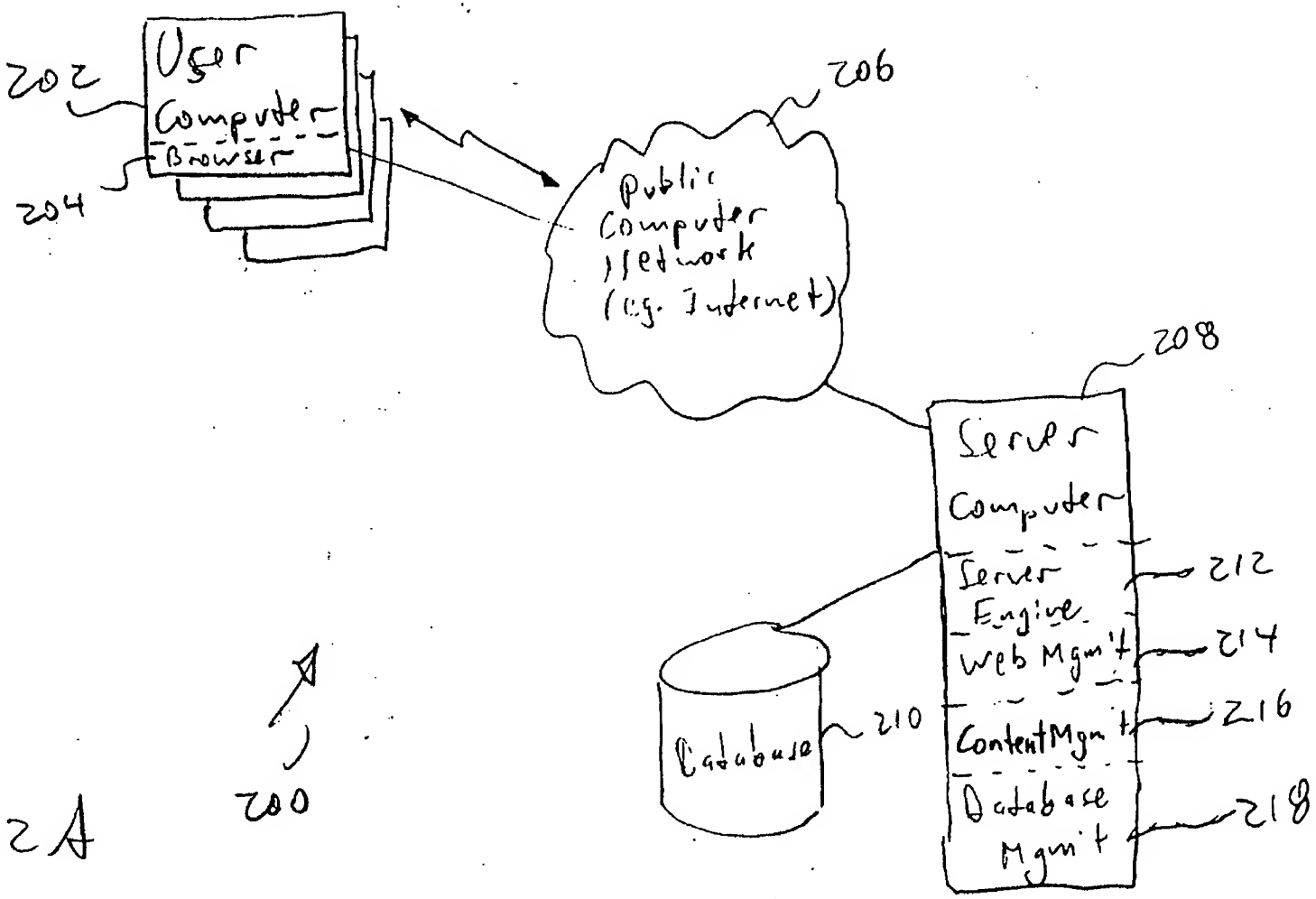
202
User Computer
Browser
204
206
Public Computer Network (e.g. Internet)
208
Server Computer
Server Engine
212
Web Mgm't
214
Content Mgm't
216
Database Mgm't
218
Database
210
200

FIG 2A

User Computers
202
Internet
206
Load Balancer
252
Web Server 1
208
Web Server 2
208
Web Server N
208
Distributed File System
254
Database 1
210
Database 2
210
Database X
210

FIG 2B

250

TOSZOT"hESHOOOT

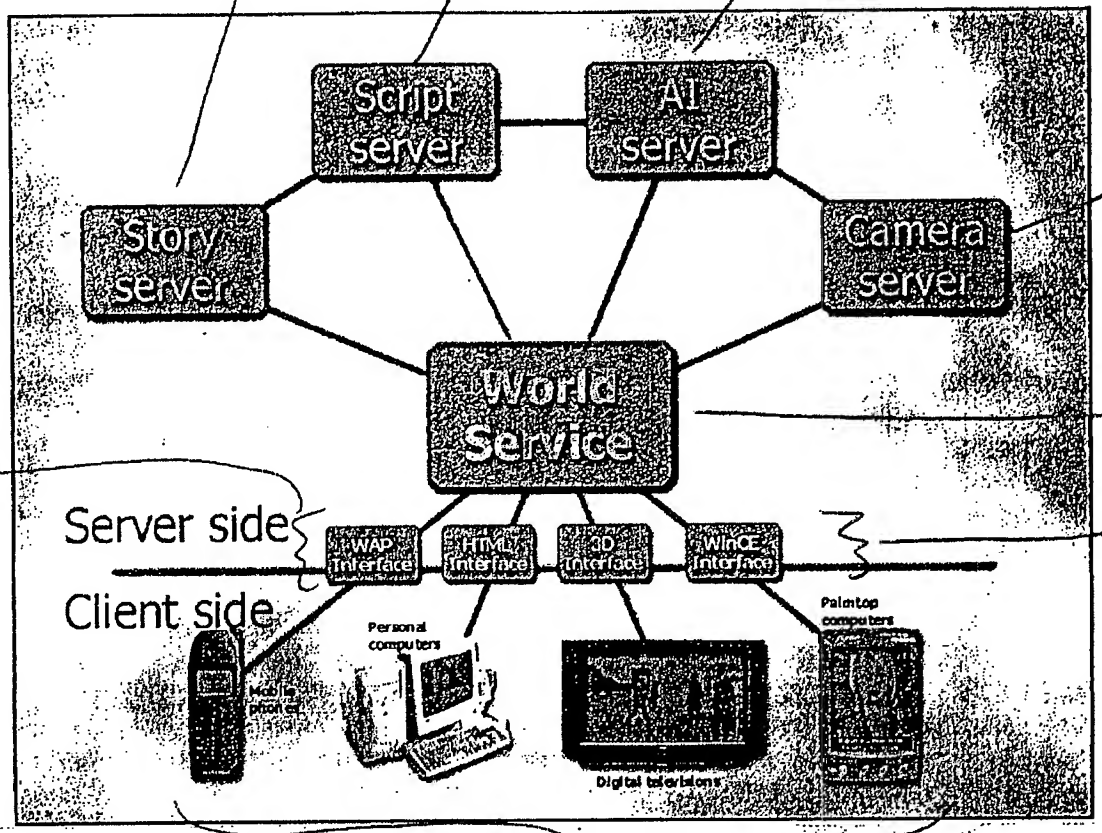

Figure 3

This document is intended to show the "continue game functionality in nGame's games, in this case we will use "Alien Fish Exchange" as the example.

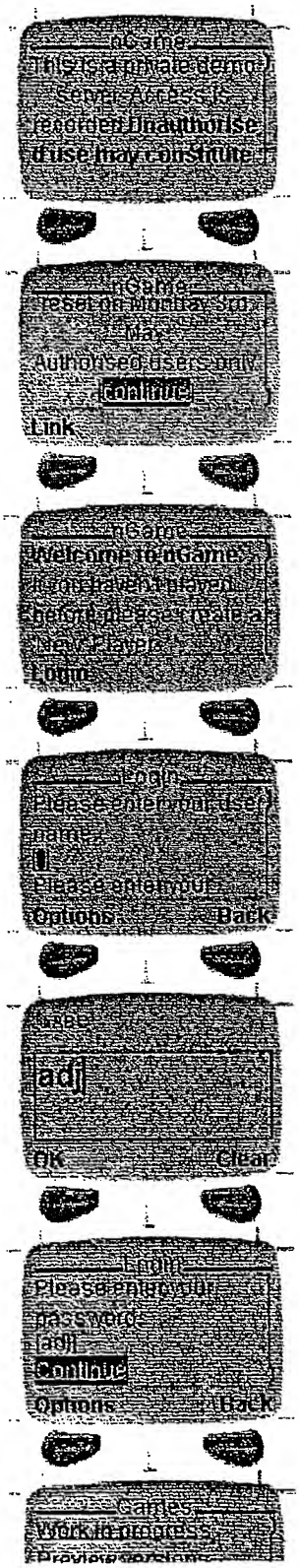

Figure 4

Figure 5

Figure 6

Figure 7

Figure 8

Figure 9

Figure 10

EXHIBIT 1005

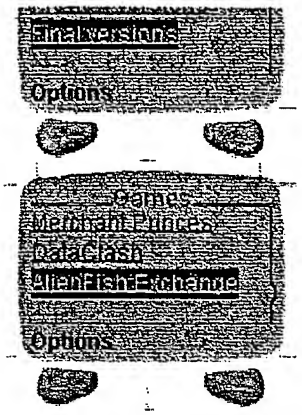

Figure 11

This sequence shows the user logging in to the games server and selecting the game "Alien Fish Exchange"

The next sequence shows "Alien Fish Exchange" in action and the user playing it. Obviously starting at "Day 1"

Figure 12

Figure 13

Figure 14

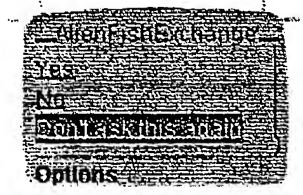

Figure 15

Figure 16

Figure 17

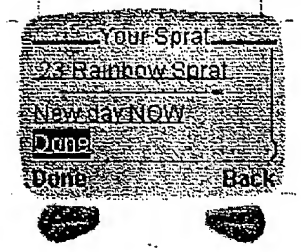

Figure 18

At this point we will assume that the game was terminated, i.e. Through loss of connection or because the user chose to.

Now we come to a point where the user wishes to continue the game of "Alien Fish Exchange" they were playing before, so the user repeats the login process as before.
But this time when they come to select the game the want, (in this case "Alien Fish Exchange") the user is given the opportunity to continue their current game.

Figure 19

Figure 20

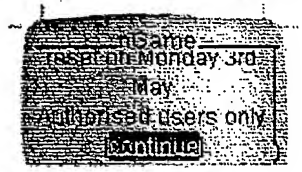

Figure 21

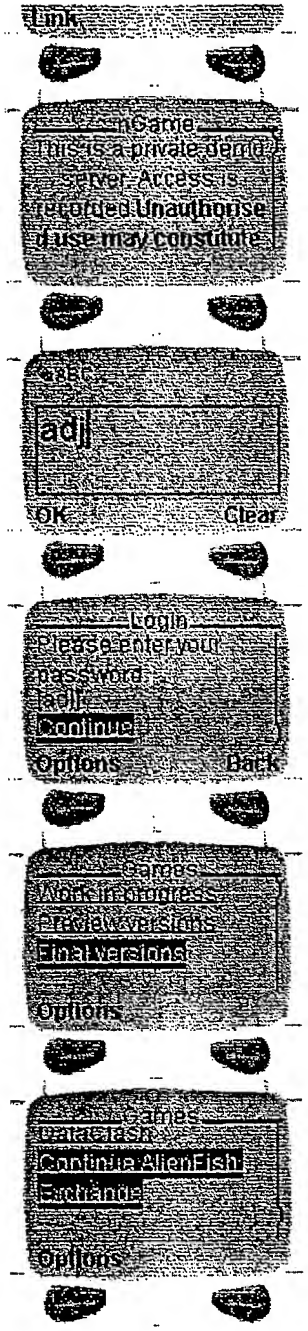

Figure 22

Figure 23

Figure 24

Figure 25

Figure 26

As the game loads it will allow the user to play from the point at which they left, as the following sequence shows.

Figure 27

ETC0454-0525-0454

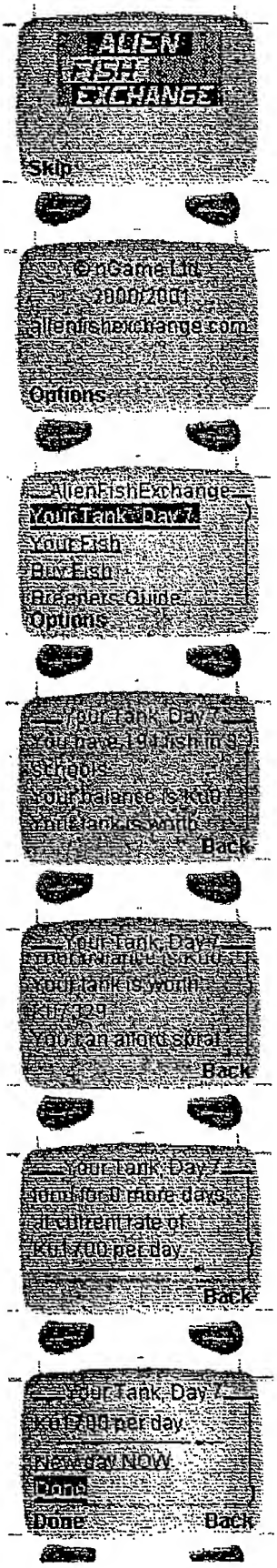

Figure 28

Figure 29

Figure 30

Figure 31

Figure 32

Figure 33

Figure 34

Fish-Tech Exhibit 1005